

```
#include <stdio.h>
```

```
int main() {
```

```
    int n, i, j;
```

```
    int bt[20], p[20], priority[20];
```

```
    int wt[20], tat[20];
```

```
    float avg_wt = 0, avg_tat = 0;
```

```
    printf("Enter the number of processes: ");
```

```
    scanf("%d", &n);
```

```
    printf("Enter burst time and priority for each process:\n");
```

```
    for (i = 0; i < n; i++) {
```

```
        printf("Process %d:\n", i + 1);
```

```
        printf("Burst time: ");
```

```
        scanf("%d", &bt[i]);
```

```
        printf("Priority (lower number = higher priority): ");
```

```
        scanf("%d", &priority[i]);
```

```
        p[i] = i + 1; // Process number
```

```
    }
```

```
    // Sort by priority (ascending)
```

```
    for (i = 0; i < n - 1; i++) {
```

```
        for (j = i + 1; j < n; j++) {
```

```
            if (priority[i] > priority[j]) {
```

```
                // Swap burst time
```

```
                int temp = bt[i];
```

```
                bt[i] = bt[j];
```

```
bt[j] = temp;
```

```
// Swap priority
```

```
temp = priority[i];
```

```
priority[i] = priority[j];
```

```
priority[j] = temp;
```

```
// Swap process number
```

```
temp = p[i];
```

```
p[i] = p[j];
```

```
p[j] = temp;
```

```
}
```

```
}
```

```
}
```

```
wt[0] = 0; // First process has 0 waiting time
```

```
// Calculate waiting time
```

```
for (i = 1; i < n; i++) {
```

```
    wt[i] = 0;
```

```
    for (j = 0; j < i; j++)
```

```
        wt[i] += bt[j];
```

```
}
```

```
// Calculate turnaround time
```

```
for (i = 0; i < n; i++) {
```

```
    tat[i] = bt[i] + wt[i];
```

```
    avg_wt += wt[i];
```

```

        avg_tat += tat[i];
    }

    // Display result
    printf("\nProcess\tPriority\tBurst Time\tWaiting Time\tTurnaround Time\n");
    for (i = 0; i < n; i++) {
        printf("P[%d]\t%d\t%d\t%d\t%d\n", p[i], priority[i], bt[i], wt[i], tat[i]);
    }

    printf("\nAverage Waiting Time = %.2f", avg_wt / n);
    printf("\nAverage Turnaround Time = %.2f\n", avg_tat / n);

    return 0;
}

```

```

Burst time: 20
Priority (lower number = higher priority): 4
Process 3:
Burst time: 30
Priority (lower number = higher priority): 4
Process 4:
Burst time: 24
Priority (lower number = higher priority): 5

Process Priority      Burst Time      Waiting Time      Turnaround Time
P[1]    3             10              0                 10
P[2]    4             20              10                30
P[3]    4             30              30                60
P[4]    5             24              60                84

Average Waiting Time = 25.00
Average Turnaround Time = 46.00

...Program finished with exit code 0
Press ENTER to exit console.

```